PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00728

Silhouette Mirage™

SPAZ®

WORKING DESIGNS®

We are delighted that you have chosen ***SILHOUETTE MIRAGE***™ for play on your PlayStation® game console. We hope that you will continue to enjoy this and all of our games for the PlayStation game console. Due in part to the numerous requests we've had for expansion into new game genres, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

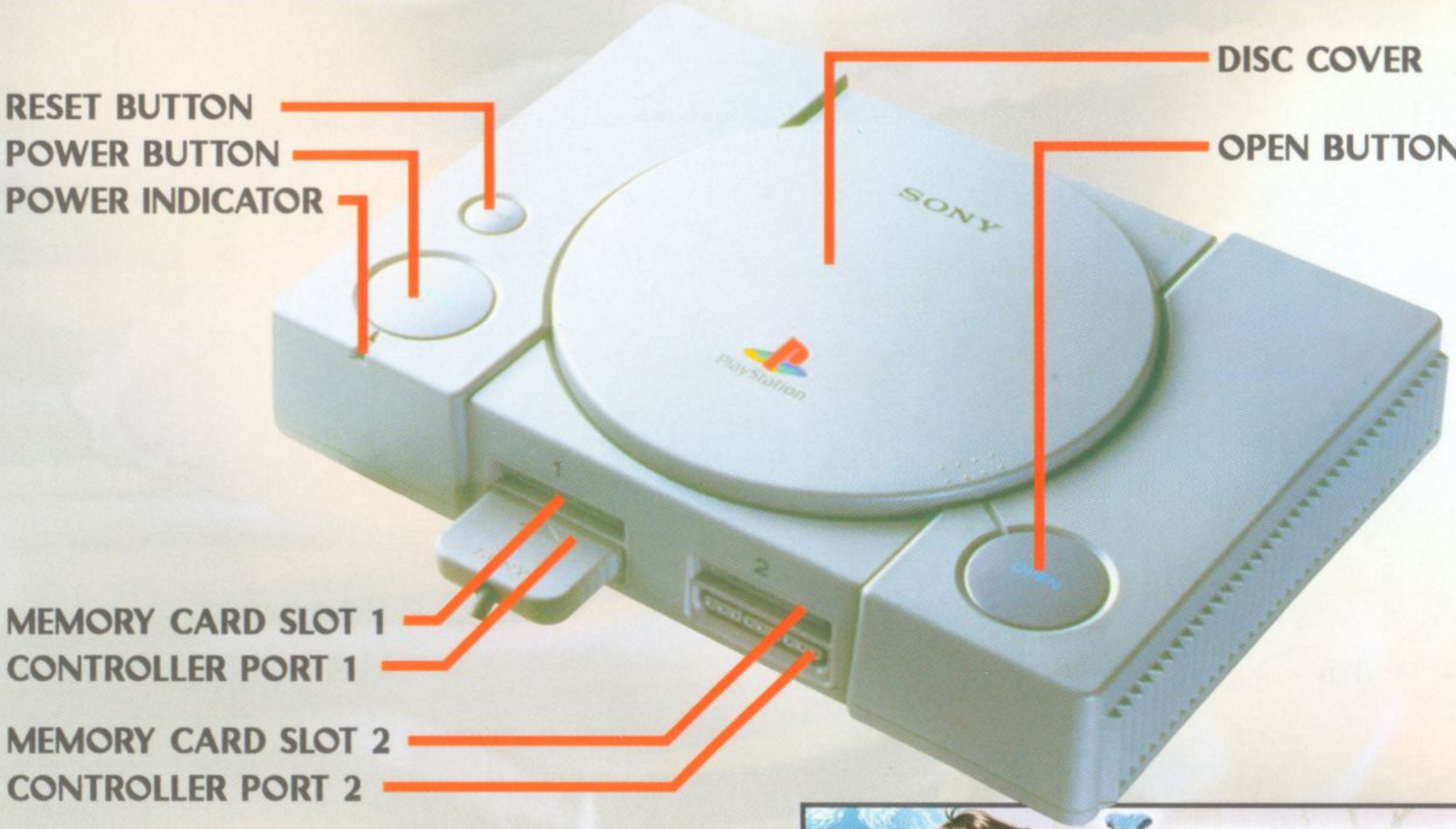
Table of Contents

PlayStation® Game Console —— 02
PlayStation® Controller —— 03
Story —— 04
Cast of Characters —— 06
Starting the Game —— 12
Understanding the Game Screen — 14
Character Skills —— 15
Masato Maegawa, President —— 19
Parasite Patrol —— 20
Hare Warez —— 22
Area Overview —— 24
Song Lyrics —— 26
Translation Notes —— 28

PlayStation® Game Console

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Silhouette Mirage™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

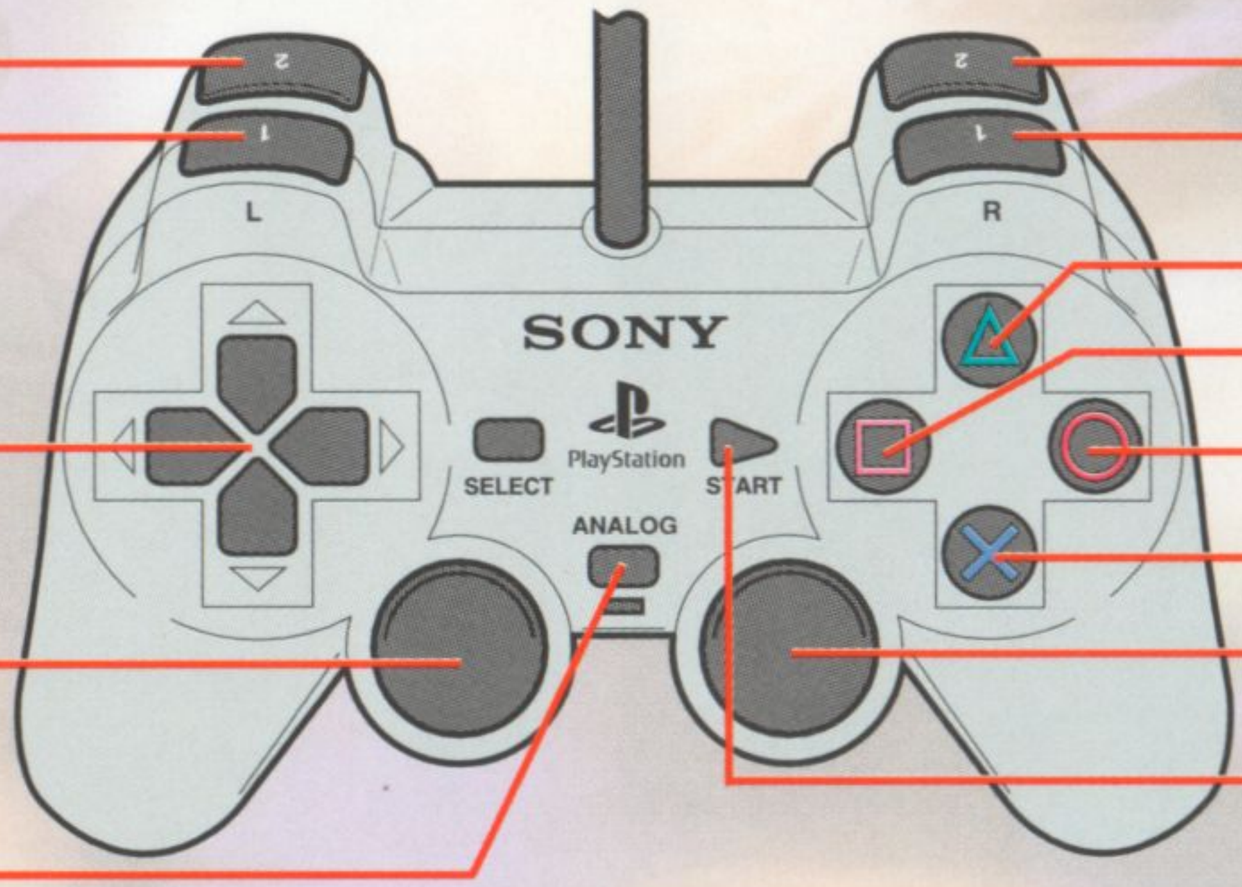


LUNAR 2® ETERNAL BLUE

To access the LUNAR 2: Eternal Blue movie, press and hold down the L1 button after turning on the PlayStation® game console until the movie plays.

PlayStation® Controller

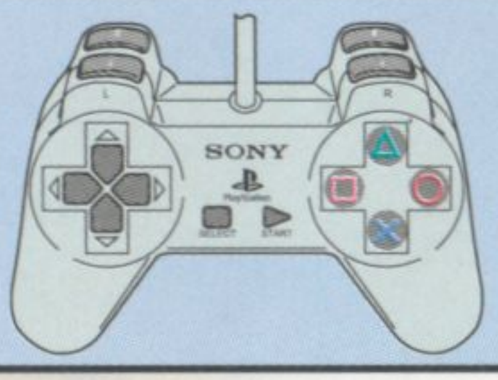
DUALSHOCK™ analog controller



Directional Buttons	★ Moves characters. ★ Moves cursor on menu items and boxes that require a response.
Left Stick	
Right Stick	★ Move the Right Stick clockwise to unleash a parasite bomb.
Analog Mode Switch	★ Enables the use of the Left and Right Stick, and the R3 and L3 buttons.
Start Button	★ Pauses the game. The enemies' attributes will be displayed when the game is paused.
△ Button	★ Change Shyna's attribute.
R3 Button	
○ Button	★ Reflect attack. Allows enemies' shots to be deflected back at them. ★ Grab an enemy (Grudge Grab). ★ After grabbing an enemy, press the ○ button repeatedly to beat the cash out of 'em (Cash Bash).

□ Button	★ Use Shyna's parasite.
✕ Button	★ Jump. Press the button repeatedly to jump higher. ★ Confirm commands.
L2 Button + R2 Button	★ Unleashes a parasite bomb.

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



To exit a game, press and hold the Select and Start buttons while pressing and holding down the L1, L2, R1, and R2 buttons. The Title screen will then be displayed.

Story

In the year 2000, the computer system known as "Edo" initiated an attack upon all living entities that came to be called "Armageddon." The Edo system was able to start a molecular change in the attributes that make up every living cell, causing genetic mutations. During this tragedy, the inhabitants of this world were separated into two classes: Silhouette and Mirage.

There were outbreaks of violence between the Silhouettes and the Mirages in every town almost immediately. During this chaotic time, two mysterious figures rose to take control of the Silhouettes and the Mirages.

Hal's brilliant military genius allowed him to quickly seize control of the Mirages' world. His focus was on building his empire, so he commissioned "Guardian Angels" to attack anyone that was a threat to him.

Megido seized the rulership of the Silhouettes. His wild and violent nature was a perfect fit with the behavior of his subjects.

The "Messenger of Justice," Shyna Nera Shyna, remained in a dormant state during the failure of the Edo system.

Shyna is one of the few living creatures that still have both the attributes of Silhouette and Mirage. This allows her the special ability of being able to exist in the two worlds effortlessly.

After the catastrophe, Shyna was awakened from suspension and called to a mission. However, during her suspension period, parts of her memory were erased. She has forgotten some of her special combat skills, and perhaps most troubling of all, she has lost the location of the Edo system.

Shyna must travel through the worlds of Silhouette and Mirage in order to find the temperamental Edo system and repair it before the Silhouettes and the Mirages destroy her and the world she was designed to save.

Time is short, and the Edo system grows more unstable by the second. Will you have the skills and the reflexes to guide Shyna to her destiny?

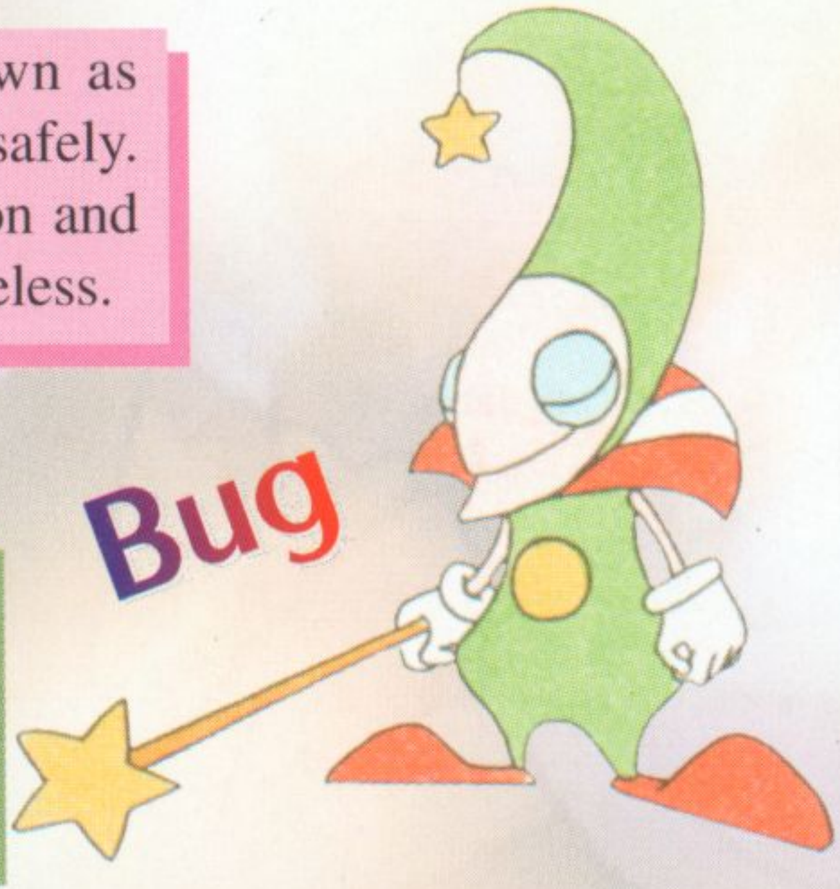
Cast of Characters

Shyna

Shyna is the Messenger of Justice designed to restore peace to the world. She carries both the Silhouette and the Mirage attributes within her. In order to fight Silhouette and Mirage enemies, she doesn't use conventional weapons; rather, she uses parasites that help her to destroy the enemy. She is rather stubborn at times, and she hates to lose.

Located within Shyna is the Ethereal support system known as "Gehena." It gives advice so that she can reach her destination safely. Shyna hates the fact that the machine lacks any human emotion and talks to her in a generic monotone. But, Gehena's help is priceless.

Bug



Bug is a Mirage soldier that was assigned to watch the shelter where Shyna resided. However, after being betrayed, he has decided to guide Shyna to the Edo system.

Zohar Metatron

Zohar Sandalphon

Zohar carries the attributes that allow it to switch between the worlds of Silhouette and Mirage. When one functions, the other is dormant. It is very proud of its ability to switch between the two worlds. Zohar hates the fact that Shyna has the same attributes that it does, so in a jealous rage, it vows to destroy her.

Cast of Characters

Hal is the ruler of the Mirages. To stop the progress of Shyna, the very worried Hal has decided to build for himself "Guardian Angels." Little does he know that his persistent efforts to stop Shyna only fire her determination to succeed.

Hal

Megido

Megido is the ruler of the Silhouettes. He is a loner and doesn't believe in or trust anyone but himself. Despite looking like a gentleman, he is actually quite ruthless when he wants to be.

Polly Peeper

These obedient Mirages never rebel and follow their orders to the letter. However, as part of the panty-peeper gang they like to show their wares.

Spectre

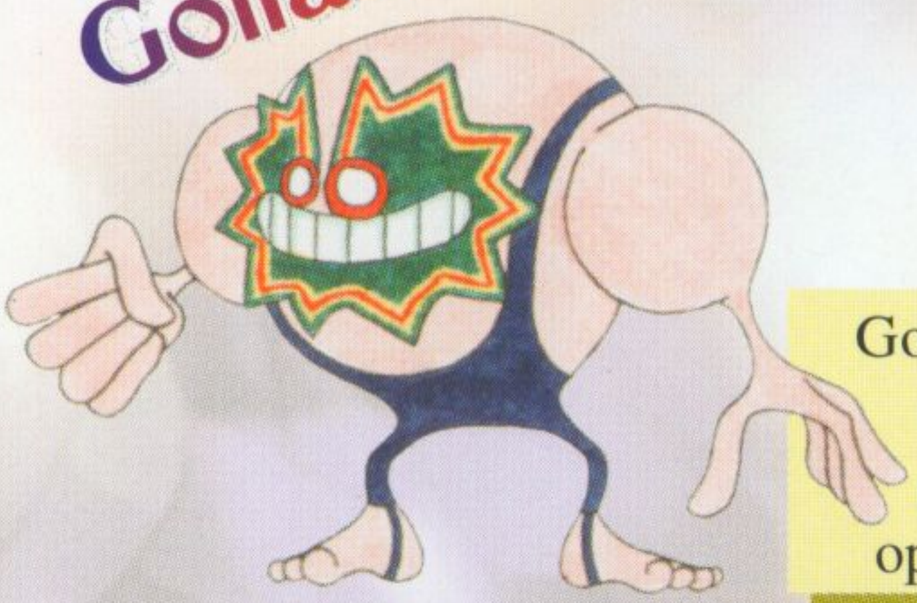
They are only focused on one thing: the destruction of Shyna regardless of the cost to themselves or the world around them.

Grigg

As the leader of the surveillance group of the Silhouette shelter, he is using machines to tunnel underground to the shelter where Shyna resides.

As part of the Samurai security, Nardo goes around the city to look for anyone causing trouble.

Goliath

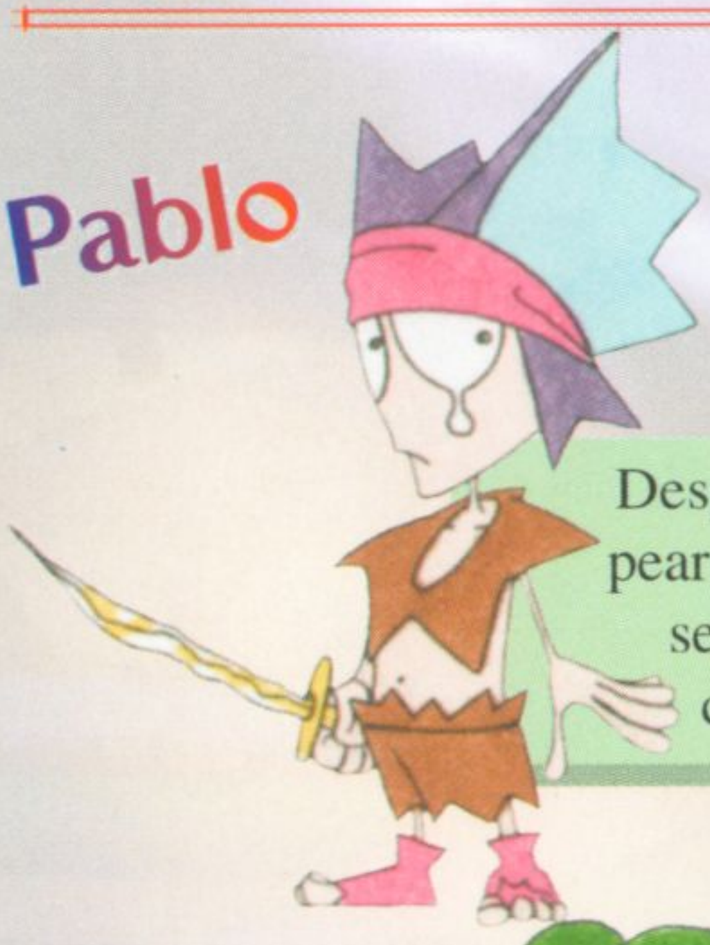


Nardo

Goliath relies only on his brute strength to guard the attribute gun that the Mirage have developed to defeat Shyna.

Cast of Characters

Pablo



Despite his rather frail appearance, Pablo has a nasty secret Shyna will soon discover.

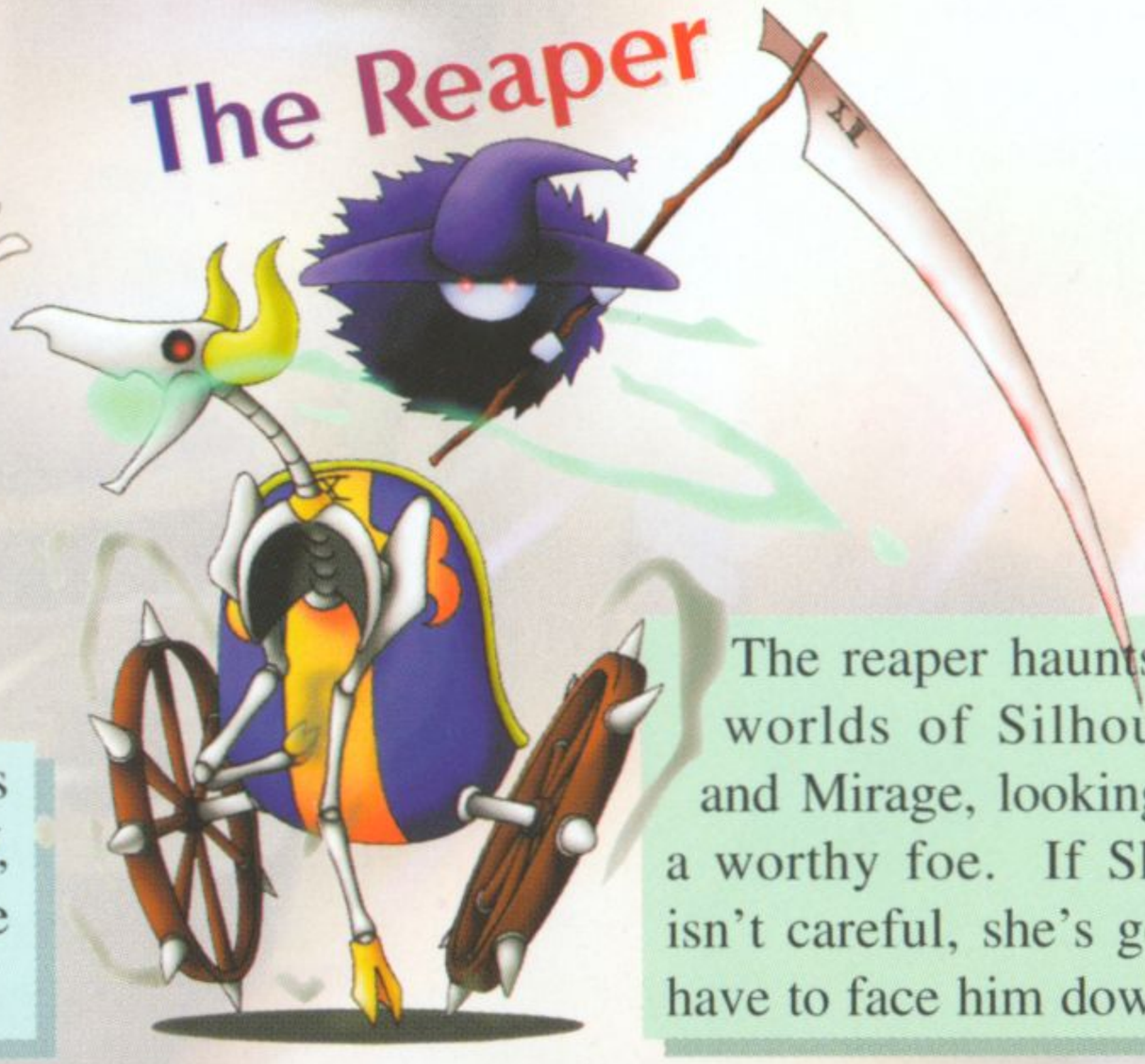
Sara

Sara used to be very popular on Media City TV, until her addiction to gambling ruined her life. However, she's now said to be looking forward to making some extra cash trying to get rid of Shyna.

Delia

As the star attraction of Media City, he uses all of the information services – TV, radio, and Internet – to keep all the "little people" under his control.

The Reaper



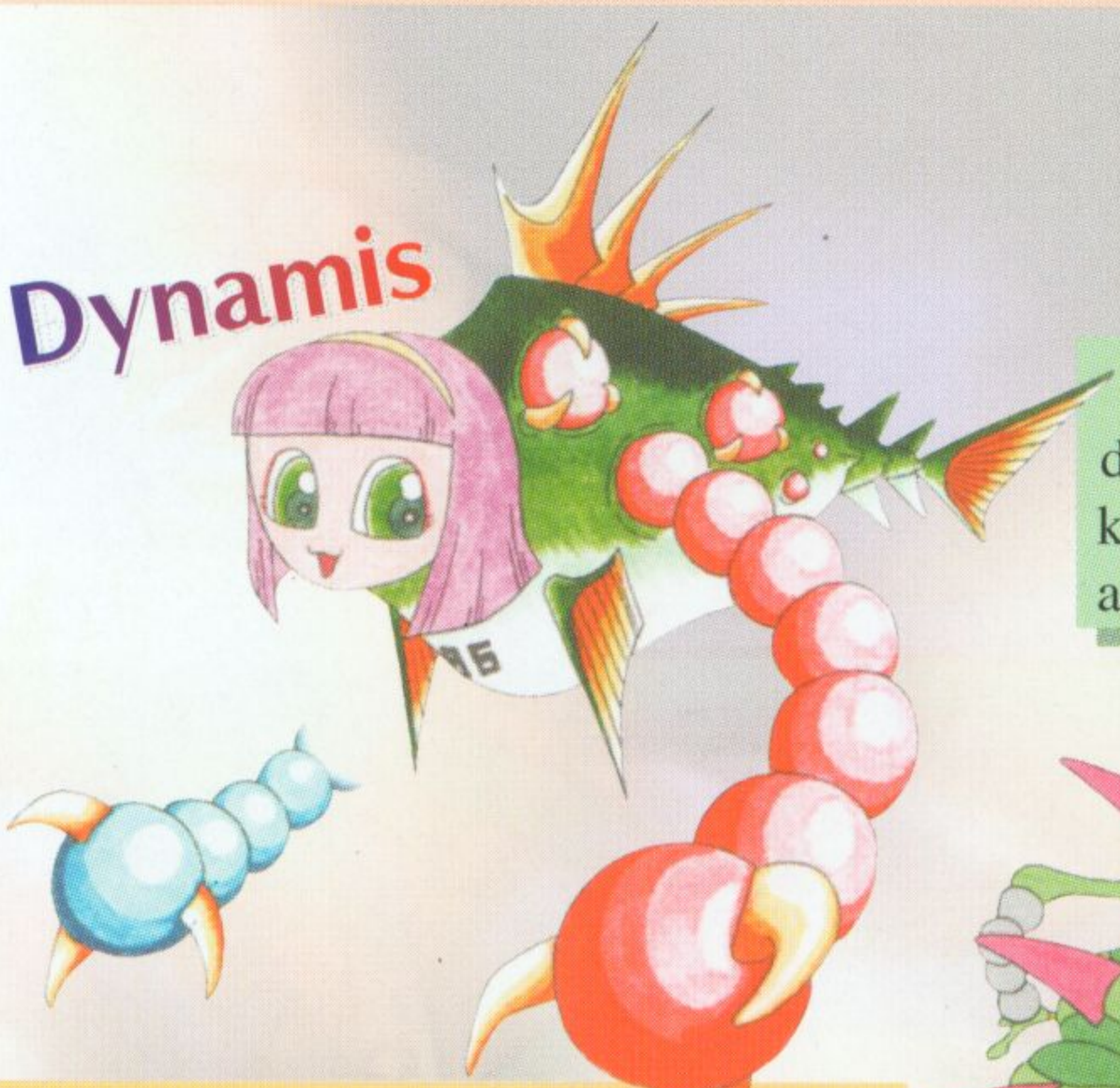
The reaper haunts the worlds of Silhouette and Mirage, looking for a worthy foe. If Shyna isn't careful, she's gonna have to face him down.

Hal originally built the Guardian Angels (Geluve, Dynamis, and Malak) during the attribute research. However, after Armageddon, Hal rebuilt them to be used as weapons of war. It is rumored that he rebuilt them focusing on the half of Zohar, who was the only one that wasn't consumed by either attribute entirely. Regardless, the true purpose of Hal's research of the attributes is unclear, but soon to be uncovered in a most interesting fashion.

Geluve

This highly sophisticated weapon of war was designed by Hal to act like a Chief of Staff. Its knowledge of military intelligence is very high, and it has the power to back up its decisions.

Dynamis



This practical war weapon was designed so that the left and right sides of its body could have different attributes. Like Shyna, it can inhabit both the Silhouette and Mirage worlds.

Malak

Malak is unique in that it creates its own attribute by absorbing the attribute energy from other attacks.

Starting the Game

By pressing the START button during the opening animation, the Title screen will be displayed. The Title screen displays the following option: GAME START. Press the ⊗ button at the Title screen to access the following options: NEW GAME, LOAD GAME, OPTIONS, and STATUS. These four options are described below.

New Game

Start the game from the beginning. To start the game for the first time, or to start over from the beginning, select "New Game". Press the ⊗ button. The game will then load. Take the time to go through the Tutorial Program so that all of Shyna's combat skills can be mastered; otherwise, it won't be long until the Game Over screen will be displayed.

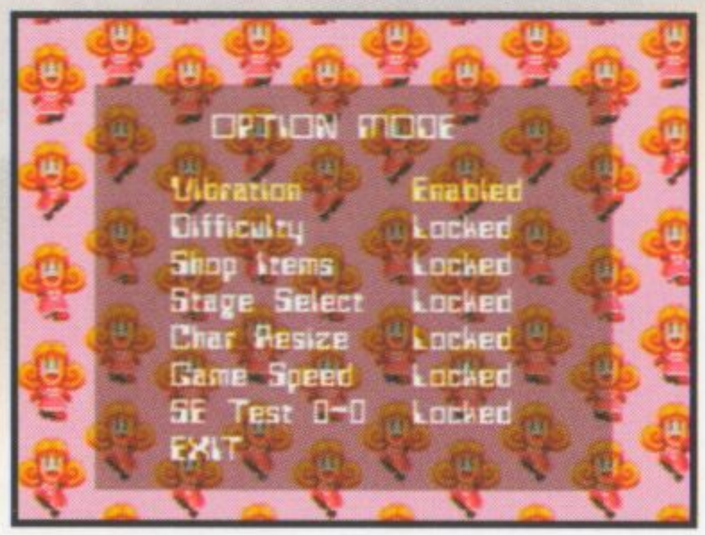
Load Game

Continue from a previously saved game. There can be only one Silhouette Mirage save data file per Memory Card. If two Memory Cards are inserted, use the L1 and the R1 buttons to select which Memory Card to use, "Card 1" or "Card 2". Press the ⊗ button. The game will then load.

The game can also be saved in between areas. Choose "Save Game" to save the game, or "Don't Save" to cancel the save. If "Save Game" is selected, choose "Overwrite" to save the game and continue to the next level, or "Back" to return to the previous screen, in order to decide whether or not to save the game. Use the L1 and R1 buttons to choose which Memory Card will be used to save the game.

Options

There are eight different options on the Options screen: Vibration, Difficulty, Shop Items, Stage Select, Char Resize, Game Speed, SE Test 0-0, and Exit. However, only two options, Vibration and Exit (described below), can be selected initially. The other options will become available when all five possible paths are successfully completed.



Vibration

To turn on or off the Vibration for the DUALSHOCK™ analog controller. To play the game with vibration, make sure that the option reads, "Enabled". To turn off the vibration, change the setting to "Disabled".

Exit

Leaves the Options screen and returns the player to the Title Screen.

Status

The Status screen shows the vital statistics for Shyna, as well as how many paths have been successfully completed. In order to access all five paths, the game will have to be replayed a number of times; however, the reward for doing so will be well worth it! Trust me!

To access the LUNAR 2: Eternal Blue movie, press and hold down the L1 button after turning on the PlayStation® game console until the movie begins playing.

Understanding the Game Screen

The only way to successfully complete each stage is to become familiar with the Game screen. The top of the screen displays the following information: Credits, Physical Gauge, Spirit Gauge, and Parasite(s). These four items are described below.

Credits

Number of credits that Shyna has collected.

Physical Gauge

Displays physical strength. When the bar reaches zero (0), that's it, game over. Use Mana to replenish the Physical gauge.

Spirit Gauge

The character's attack power and reflector will decrease as the Spirit Gauge decreases. The Spirit Gauge decreases every time a parasite is used. Some parasites will deplete the gauge faster than others. To replenish the Spirit Gauge, make sure to "steal" the spirit energy from the enemies by attacking them with the same attribute. Fatima can also be purchased to refill the Spirit Gauge.

When more than one parasite is in the character's inventory and the Spirit Gauge is depleted, the currently selected parasite will give up its life to fill up the Spirit Gauge before it dies and disappears from inventory.

Parasite(s)

Displays parasite(s). Shyna can have up to three parasites in her inventory at any given time. The currently selected parasite will be shown on the far left of the screen. Use the L1 and R1 buttons to change to another parasite.

Character Skills

ATTACK (SAME ATTRIBUTE)

✜	▣ Button
●	▣ Button

Fire shots that are of the same attribute as the enemies to reduce their spirit and attack power. This will also "steal" spirit energy in order to add it to the Spirit gauge.

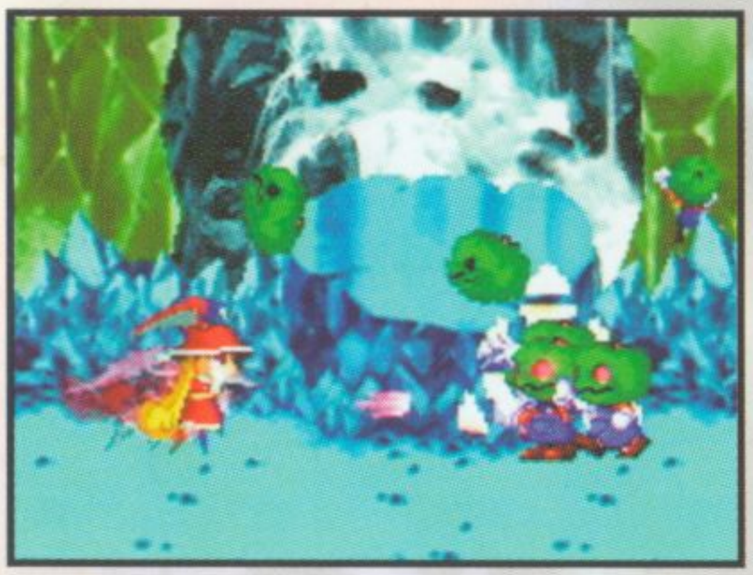
DASH

✜	Left or Right Directional Buttons
●	Left or Right + L3 Button

To dash, press the Left or Right Directional buttons twice, or move Left or Right with the Left Stick while holding down the L3 button. While dashing, Shyna will be able to climb walls.

ATTACK (OPPOSITE ATTRIBUTE)

✜	▣ Button
●	▣ Button



To weaken or destroy an enemy, fire shots that are of the opposite attribute.

SLIDE

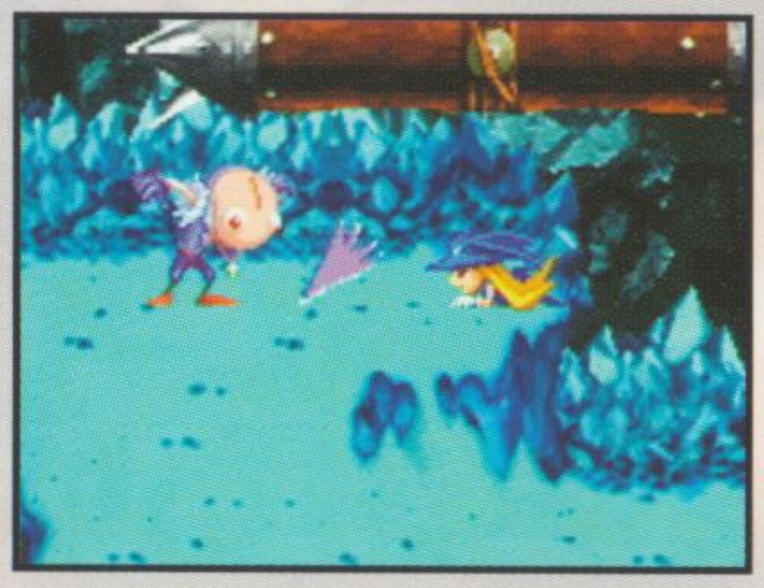
✜	Down + ⊗ Button
●	Down + ⊗ Button

To get behind the enemies, press Down + ⊗ button to slide past them. This is very effective for getting on the other side of the enemies in order to attack them with a different attribute.

Character Skills

CROUCH

✜	Down (twice)
●	Down + L3 Button



To crouch, press Down twice. To stand back up, press Up twice. It is important to crouch in order to avoid the enemies' bullets.

REFLECT ATTACK

✜	⊙ Button
●	⊙ Button

When under attack by the same attribute as the enemy, press and hold down the ⊙ button to deflect it back at them. Some enemies and bosses can only be defeated by using the Reflect Attack.

CROUCH DASH

✜	Left or Right (twice) when crouching
●	Left or Right + L3 Button when crouching

While crouching, hit the Left or Right Directional button twice, or move Left or Right with the Left Stick while holding down the L3 button, in order to do the Crouch Dash. This attack will cause damage to enemies.

GRUDGE GRAB

✜	⊙ Button
●	⊙ Button

To grab an enemy, press the ⊙ button. This action can be combined with other commands.

CASH BASH

✣	⊙ Button
●	⊙ Button

After grabbing an enemy, press the ⊙ button to beat the cash out of them. Then quickly pick up the credits before they disappear. Due to the cost of parasites, it is imperative to use the Cash Bash on both enemies and bosses in order to get the most credits.

POWER PUNCH

✣	Left or Right + ⊙ Button
●	Left or Right + ⊙ Button

Grab an enemy and then press Left or Right + ⊙ button to throw them. This special technique doesn't cause damage to the enemies, but it's fun just to watch them fly across the screen.

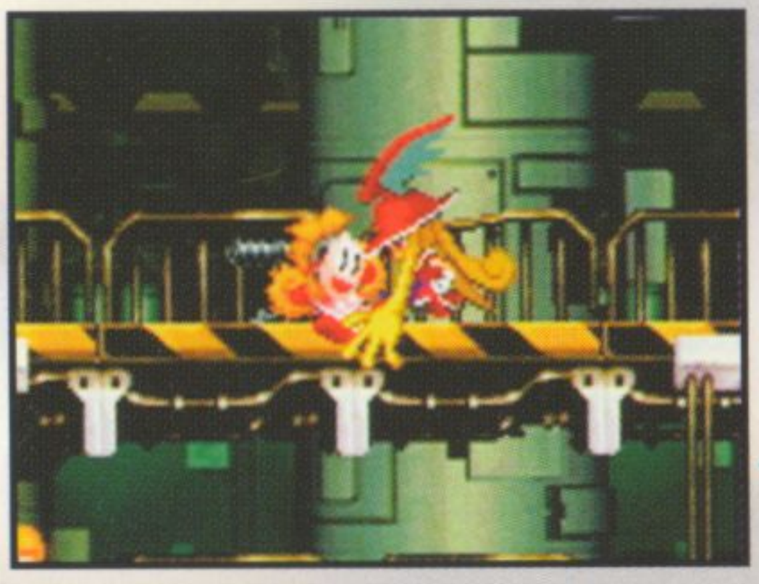
TACTICAL TOSS

✣	Up + ⊙ Button
●	Up + ⊙ Button

Grab an enemy and press Up + ⊙ button to throw the enemy up into the air. This is not an attack, but it's worth checking out how high an enemy can be thrown, and it can buy time in a battle.

GRAND SLAM

✣	Down + ⊙ Button
●	Down + ⊙ Button



Grab an enemy and then press Down + ⊙ button to slam him into the ground. Despite this not being an attack that causes damage to an enemy character, it is interesting to see what happens when it's done to certain bosses during the game.

Character Skills

SAMURAI SLING

D-pad	⊙ Button (to grab), then L2 or R2 Button
Left Stick	⊙ Button (to grab), then L2 or R2 Button

After grabbing onto an enemy by pressing the ⊙ button, press the L2 or R2 button to flip over the enemy character. When Shyna lands on the other side of the enemy, her attribute will be changed.

ATTRIBUTE CHANGE

D-pad	△ Button
Left Stick	R3 Button

Press the △ button or the R3 button to change Shyna's attribute. Remember, there must be enough spirit energy to carry out this command.

PARASITE BOMB

D-pad	L2 Button + R2 Button
Right Stick	Right Stick

Press the L2 button + R2 button, or move the Right Stick in a clockwise motion, to unleash a spirit-powered parasite bomb. When Shyna is surrounded by a large number of enemies, unleash a parasite bomb in order to get rid of those pests.

BREAKING FREE FROM AN ENEMY

D-pad	Directional Buttons
Left Stick	Left Stick

When an enemy grabs Shyna in a very unpleasant manner, quickly move the Directional buttons or the Left Stick right and left repeatedly until Shyna breaks free. Note that there are some attacks that Shyna cannot break until they are completed.

Masato Maegawa, President

Q. Many gamers in the US haven't heard of Treasure yet. Can you give a brief history of your company? How did you choose the name "Treasure"?

A. It would be easy to know Treasure by the following titles. (Note: "*" marked titles have not been released in US yet.)

GENESIS: Gunstar Heroes, McDonald's Treasure Land Adventure, Dynamite Headdy, YuYu Hakusyo Makyou Touitsusen*, Alien Soldier*, Light Crusader.

SEGA SATURN: Guardian Heroes, Silhouette Mirage*, Radiant Silvergun*.

NINTENDO64: Mischief Makers, Bangai-O*.

PlayStation: Rakugaki Showtime*, Silhouette Mirage.

As our business activities, we are doing the development Games, mainly Action/Shooting, with the concept "The Game which users can enjoy playing anyhow!".

I named our company "TREASURE". This name came from my hope that we archive our policy as the company of the existence like real "treasures". Also I wish my all staff to think our company is their "treasure". As you can see in our logo, the image that the treasure is full when the treasure box was opened is expressed each creator as our staff.

Q. What is the favorite game you've developed? Why?

A. I cannot rank which title is No.1, No.2... This is because I love all my titles in various reasons. Like parents cannot rank own children because they love all their kids. I have a bunch of memories for each title: one which we enjoyed to create, one which was difficult to create, one which we were about to collapse, one which we should made volume down unavoidably by the market situation or the development term, etc. So I have the deep love in all titles.

Q. In Silhouette Mirage, the main character is half silhouette and half mirage. Does this make the character half male and half female, or is it sexless?

A. It is not half and half of sex. Shyna is female. In this title, the theme is the two attributes of "Silhouette" and "Mirage", not Male and Female. Shyna is a women who has two attribute.

Q. In the history of Treasure, there are many unusual game concepts, and Silhouette Mirage is just one. How do you come up with such outlandish ideas?

A. We are taking a system which esteems the director in our company. So there is no case I, the producer make a concept itself. As our company policy, we recognize sort of "Concept with originality", "Concept with obviousness", "Concept with enjoyable", but the idea of concept is created by each director. Therefore, it depends on each director how the idea come up. Well, I think each director is imaging the next concept in his head always.

Q. Treasure games have lots of secrets and secret areas. Does this come from the fact that you are all game players and put in your games what you would like to see in games you buy as consumers?

A. Yes, kind of that's right. Most of our staff is a type to play the game up deeply fairly and likes "secrets". However, more than that, I think we left the convenient functions which we made in process of development in the game since we would like users to use them.

Parasite Patrol

Grattoni

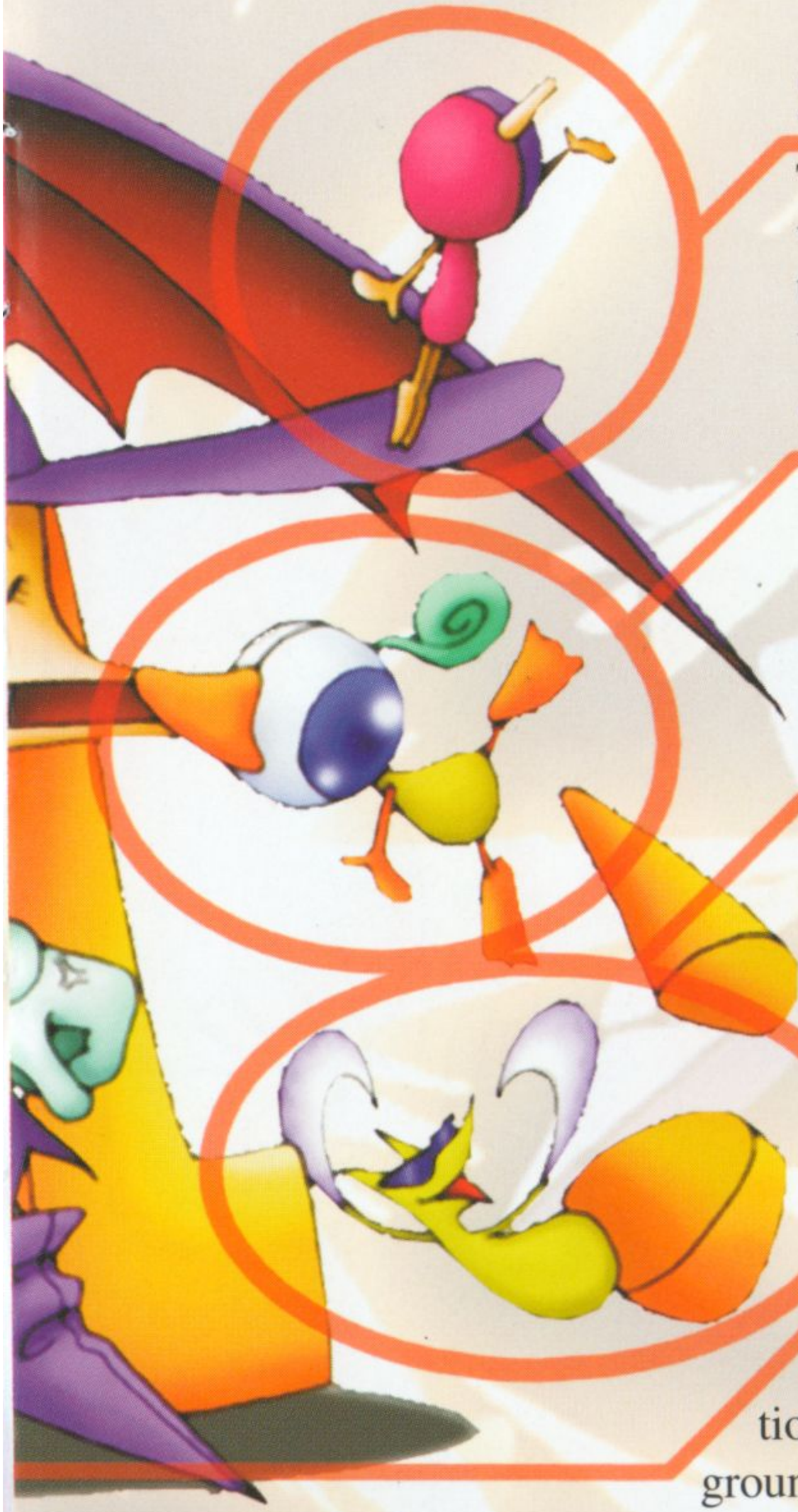
This parasite produces a high-powered laser attack that will devastate any enemy. There is no substitute for Gratonni's power.

Rasti

This agent of gaseous matter likes to suffocate enemies to death in a cloud of its toxic fumes.

Envia

Creates a beam, much like wings, that can be spread out, or concentrated into a high-powered blast. Use the Up or Down Directional buttons, or Up and Down on the Left Stick, to change the beam.



Surosa

This very boring, yet effective, weapon fires basic shots directly at the enemies. Shyna begins the game with this trusty parasite.

Cavitas

After targeting an enemy, a homing laser will be fired to waste the foe. If more than one enemy is in the sight, multiple lasers will be fired.

Priday

This boomerang-like parasite is capable of piercing an enemy and returning to its owner.

Angara

This explosive parasite's shots cause extensive concussive damage to the enemy. As a bonus, press the ◉ button + the Down Directional button to place an Angara mine on the ground to maim unsuspecting enemies.

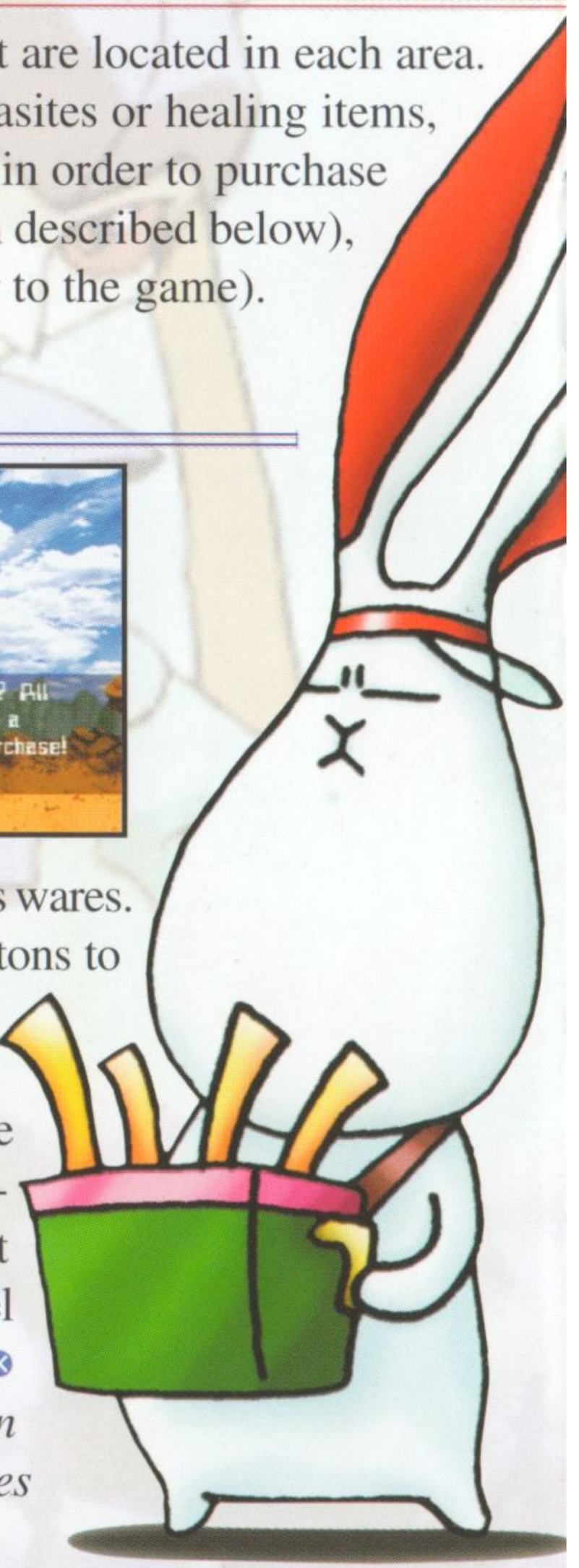
Hare Warez

Items can be purchased or sold at the many different shops that are located in each area. Some areas will have multiple shops in which to purchase parasites or healing items, or sell unwanted items. Make sure to search for hidden shops in order to purchase the special items. There are three shop options: Buy, Sell (both described below), and Exit (which leaves the Shop screen, and returns the player to the game).

Buy

Purchase goods. After finding the shop rabbit, press the ⊗ button to talk to him. He will then display three options: Buy, Sell, and Exit. To purchase items, select "Buy".

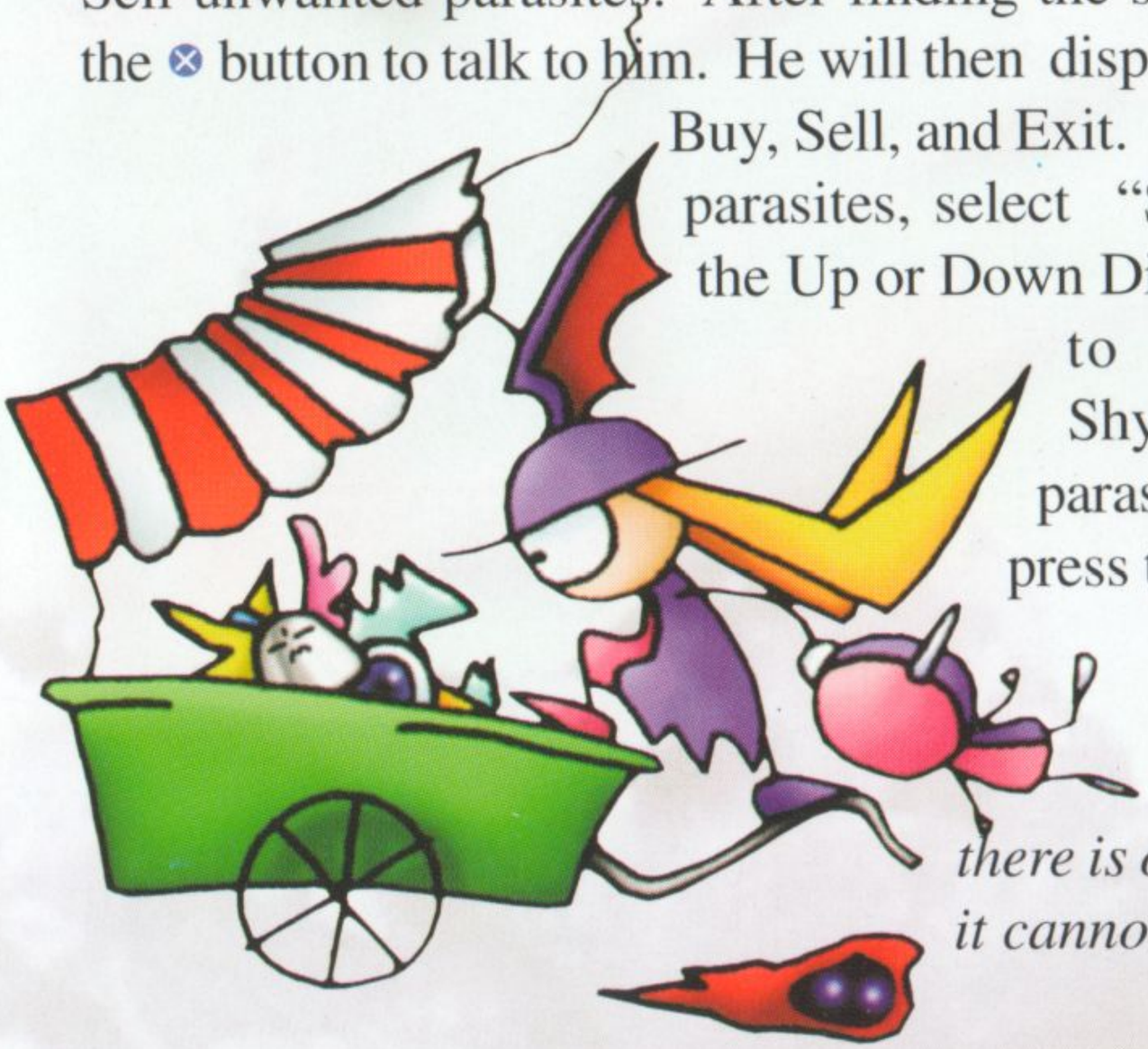
Next, the shop rabbit will show you his wares. Use the Up or Down Directional buttons to scroll through his inventory items. The name of the item, its level, and price will be displayed at the top of the message window. To confirm the decision to purchase that item, select "Buy". Press the ⊗ button. The item will be purchased. To cancel a purchase, simply select the negative response and press the ⊗ button. *NOTE: Shyna can only possess three parasites in her inventory. If she already has three, one of the parasites must be sold before purchasing another.*



In addition to selling parasites, the rabbit also has healing items that can be purchased. These healing items include: Mana, which recovers 1/3 of Shyna's physical strength, and Fatima, which recovers 1/3 of Shyna's spirit power. These items can be purchased the same way that parasites are purchased. *NOTE: Mana and Fatima are used immediately on the character after the item is purchased. These items cannot be stored in Shyna's inventory.*

Sell

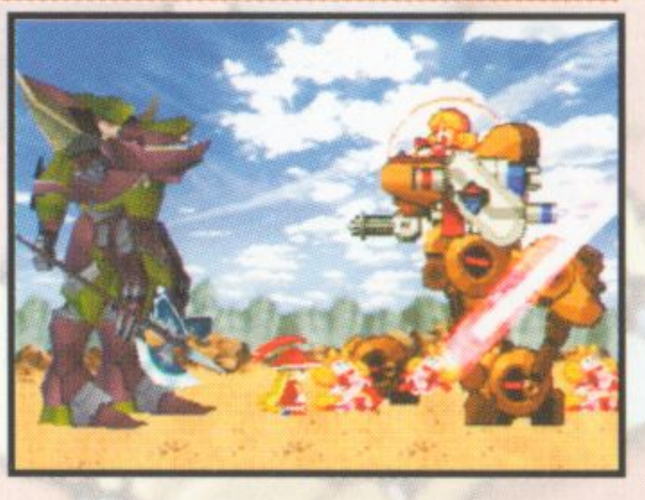
Sell unwanted parasites. After finding the shop rabbit, press the ⊗ button to talk to him. He will then display three options: Buy, Sell, and Exit. To sell unwanted parasites, select "Sell". Next, use the Up or Down Directional buttons to scroll through Shyna's inventory of parasites. After deciding on which parasite to sell, press the ⊗ button. The item will then be sold and removed from Shyna's inventory. To cancel the sale, simply select the negative response and press the ⊗ button. *NOTE: If there is only one parasite in Shyna's inventory, it cannot be sold.*



Area Overview

There are seven severe thumb-smashing levels in Silhouette Mirage. It is necessary to complete each level in order to have a final showdown with the "Edo" system. These two pages show a brief overview of each level.

Area 1 - Shamain



Located in this area is the shelter built to protect the Messenger of Destruction. Since Shamain is located as far away from the Edo system as possible, it was not immediately affected by the destruction initiated by the Edo system. However, peace in the area was short-lived. In just a few years, Shamain was nothing more than a battlefield.

Area 2 - Raqia

Hal, ruler of the Mirages, built this uninhabited city as a display of his power to Silhouette by lighting up the city with enormous lights. This is the farthest that they can send Guardian Angels in order to attack Shyna. This will be Shyna's first confrontation with these baddies.

Area 3 - Shehaqim

This world is exactly the opposite of Raqia. Shehaqim, a lush green area that abounds with nature, is governed by the Silhouette. However, the Mirage is concerned with the appearance of Shyna and it has sent its own warriors into the castle. There are a number of battles that will take place in the castle, so be prepared!

Area 4 - Machonom

Located deep within Media City is the Mirage's information source code. The large number of people located in this city enjoy a little more freedom than other people in different cities.

Area 5 - Mathey

This previously uninhabited city is now nothing but a pile of ruins. The most disturbing fact about this city is that it is under the direct control of Hal. All communications are directly known to Hal. Also, due to its close vicinity to the Edo system, life is drastically different from any other place.

Area 6 - Zebul

This is the closest place to the Edo system. Zebul, a lifeless and barren place, is completely void of any life. One wonders why the Edo system views this as such an extremely important area...

Area 7 - Araboth

Rumored location for Hal's Residential Castle. However, no concrete data is available for this area.

Song Lyrics

Original Japanese Lyrics

There is a vast ocean and uneasy feeling which hangs over me.
The land where I arrived, I go here and there.
But I will not give up here.
You are with me and you give me a push to help me.
I hold your warmth in my arms.
And I have a firm dream that I can still keep going.

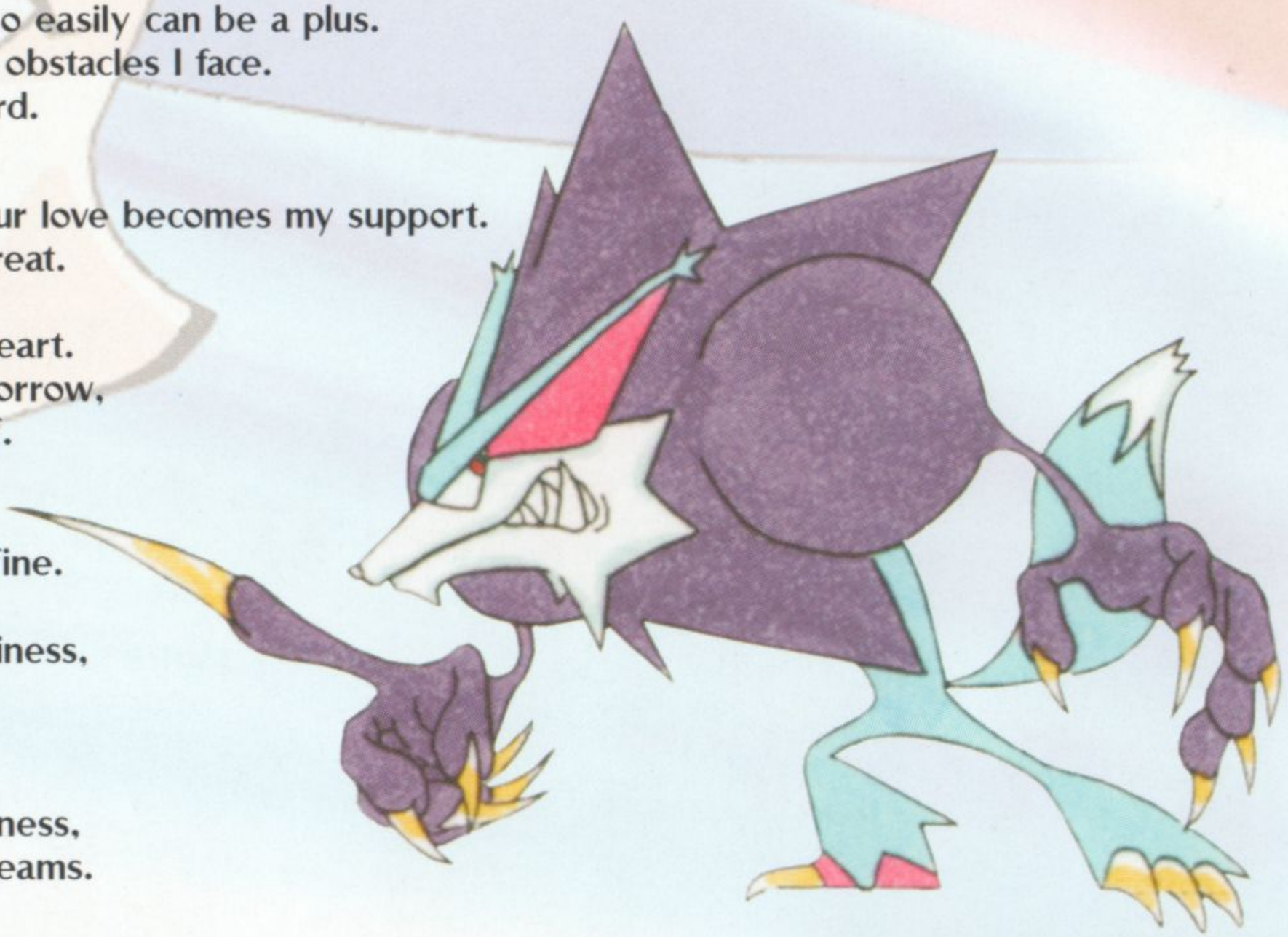
While I can still cry, I am fine.
I will tell that to my heart.
In order to catch my happiness, my heart trembles.
It will end if my adventure.

Sometimes not giving up so easily can be a plus.
I'm not worried about the obstacles I face.
I have to go looking upward.

I will see you again.
But when I look down, your love becomes my support.
The power of love is so great.
I am never alone.
I will engrave that in my heart.
And in order to catch tomorrow,
I want to believe in myself.

<bridge>

While I can still cry, I am fine.
With a natural stance,
In order to catch my happiness,
I have to keep walking.
I'm prepared at anytime.
With that kind of mind,
Without any stickiness,
I will follow my dreams.



English Lyrics

A barren lonesome place,
stripped of all hope, faith, and belief.
I stumble on,
for I alone can bring relief to those that cry - out

With the weight of the world
now on my shoulders, I feel weak.
But with a hand from you I'll never know defeat.

In your arms
I feel warmth
and I know then
that you'll always be the one that's there for me.
And so I dream once more
of that one place
we both knew when happiness
was
just
one
step away.

(chorus)
If I cry
then I know I'm okay.
To my heart
that's the lie I must say.
To know love
is a dream far away.
Such a simple game
I'm forced to play.

At times tenacity
can be a trusted friend I know
With it the obstacles before me
seem to topple on command – ooh
Keeping the goal in sight
and holding tight until the end,
Then fall into your outstretched arms
and melt away.

When I fear
The unknown
I remember that the power within is great
so though you're far I draw strength so true
and I see in that moment that the
clouds
have
cleared
from
over me.

(repeat chorus)

<bridge>

(repeat chorus)

If I cry
Brush my tears far away.
In my heart
There's a hole that aches again.
With your love
All my dreams are coming true
As we start anew
Tomorrow dawns.

Translation Notes

Here we are again at the end of a project. Lots of things were changed and added to the US release of Silhouette Mirage to make the game more challenging and/or enjoyable. I guess I'll just talk about them until I run out of room.

The major change was in making the game harder than the Japanese release. We accomplished this in two ways. First, the cost of weapons was increased and the monsters made more damaging. Second, the parasites were made to actually use a bit of spirit power when they were used, which made it necessary for the player to replenish this power. We accomplished this by adding a "spirit stealing" feature where the player could "steal" spirit power from enemies. In the original Japanese version, the player merely reduced the enemy spirit power if the attributes were the same.

Another change for the better was that the original game had "Now Loading" screens between levels, and we added screens that were a bit more interesting to look at.

The font of the in-game text was changed to something computer-like, and DUALSHOCK™ analog controller support was added.

The title screen was fairly radically changed, with the "Options" and "Status" items being added. "Status" was added so players could track their progress in finishing all branches of the game. Ones that do might get a nice surprise that is also exclusive to the US release!

Dual Memory Card support was added primarily for those players that always wondered why more companies don't support both Memory Card slots.

The closing credits roll (not the closing animation) was made interactive, and of course the song was re-recorded into English.

All the animations were re-mastered and re-compressed to look better than any release of the game in Japan.

And finally, last but not least, the LUNAR 2 preview movie was added to the disc. This five-minute teaser should whet your appetite for what is shaping up to be an unbelievable game. But, more about that later...until then, keep your e-mails and letters coming. Oh, and be sure to visit our website. We're building a gamer's dream community with an active message board, online RPG reviews, and a museum for users to check out. Be sure to visit us at http://www.workingdesigns.com. Thanks, and remember: we're nothing without you!

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